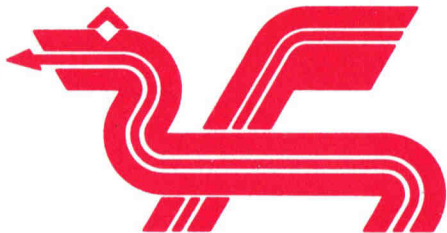


STARSHIP CHAMELEON

A0106



DRAGON

DATA LIMITED

WELCOME TO DRAGON

Dragon Data Limited welcome you to your new software for your Dragon computer. We hope that you enjoy using it as much as we enjoyed producing it for you.

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STARSHIP CHAMELEON

A0106

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WELCOME TO STARSHIP CHAMELEON

You are the Starship Chameleon commissioned to protect your planet by intercepting the falling bombs launched by the enemy Gabolators from above. Beware, this is a dangerous mission! There are five types of bombs:-

Bombs	(Blue)	worth 200 points if destroyed
		worth - 100 points if they hit
Super-Bombs	(Blue)	worth 1000 points if destroyed
		worth - 1000 points if they hit
Anti-Matter Bombs	(Yellow)	worth 200 points if destroyed
		worth - 100 points if they hit
Anti-Matter Super Bombs	(Yellow)	worth 1000 points if destroyed
		worth - 1000 points if they hit
Semi-Intelligent Aerial Mines	(Red)	No score, but these are programmed to pursue and destroy your ship.
(Super-bombs can be identified by a hole in their centre)		

PLAYING STARSHIP CHAMELEON

The movement of the Starship is controlled by joystick position. For one player the right joystick is used, for two players both are used. Bombs are destroyed by running the Starship into them. However, this is only effective if the Starship and bomb are in

the same state, i.e. matter (blue) or anti-matter (yellow). To switch the state of your Starship, press the fire button on the joystick. No matter what colour you are, red mines can destroy you. You begin the game with three Starships and you lose one every time you are destroyed. You are rewarded with an extra ship every 10,000 points.

Play begins by selecting one or two players. You will then be asked to select a level. Succeeding games begin with a press of the joystick button or the @ key on the keyboard. At this point you can change the number of players by pressing the "R" key or the level by pressing the "L" key

Pressing the "P" key will cause the game to stop until it is resumed by the pressing of any key.

LOADING STARSHIP CHAMELEON

1. Turn off power switch.
2. Load the cartridge into the cartridge port in the side of the computer.
3. Connect joysticks as required.
4. Turn on power switch

Dragon Data/Computerware hope you enjoy playing Starship Chameleon as much as we did creating it.

WARRANTY STATEMENT

Dragon Data products sold by authorised dealers are offered under the provisions of the Supply of Goods (Implied Terms) Act 1973. In order to provide a satisfactory service to our customers, Dragon Data Ltd. warrants the following:

- I. All faulty components due to defective manufacture will be replaced free of charge for a period of 12 months from the original date of purchase.
 - II. All labour and/or services will be provided free of charge to repair your Dragon Data product which fails in its specified performance due to manufacturing defects for a period of 12 months from original date of purchase.
- NB
- (a) The guarantee is restricted to the original purchaser.
 - (b) Claims will not be accepted if any unauthorised modification is made to the product or if the serial number or guarantee labels have been removed or defaced.
 - (c) Dragon Data's liability is limited to the cost of repair or replacement (at Dragon Data's discretion) of the defective product.

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